GRAN TURISMO® 4

THE REAL DRIVING SIMULATOR

POLYPHONY DIGITAL

SONY COMPUTER ENTERTAINMENT®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SCES-51719/ANZ

1 - 2 Player • Memory Card (8MB) (for PlayStation®2): 1493KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible • Network Adaptor (Ethernet) (for PlayStation®2) Compatible: 2-6 players

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GRAN TURISMO® 4

THE REAL DRIVING SIMULATOR

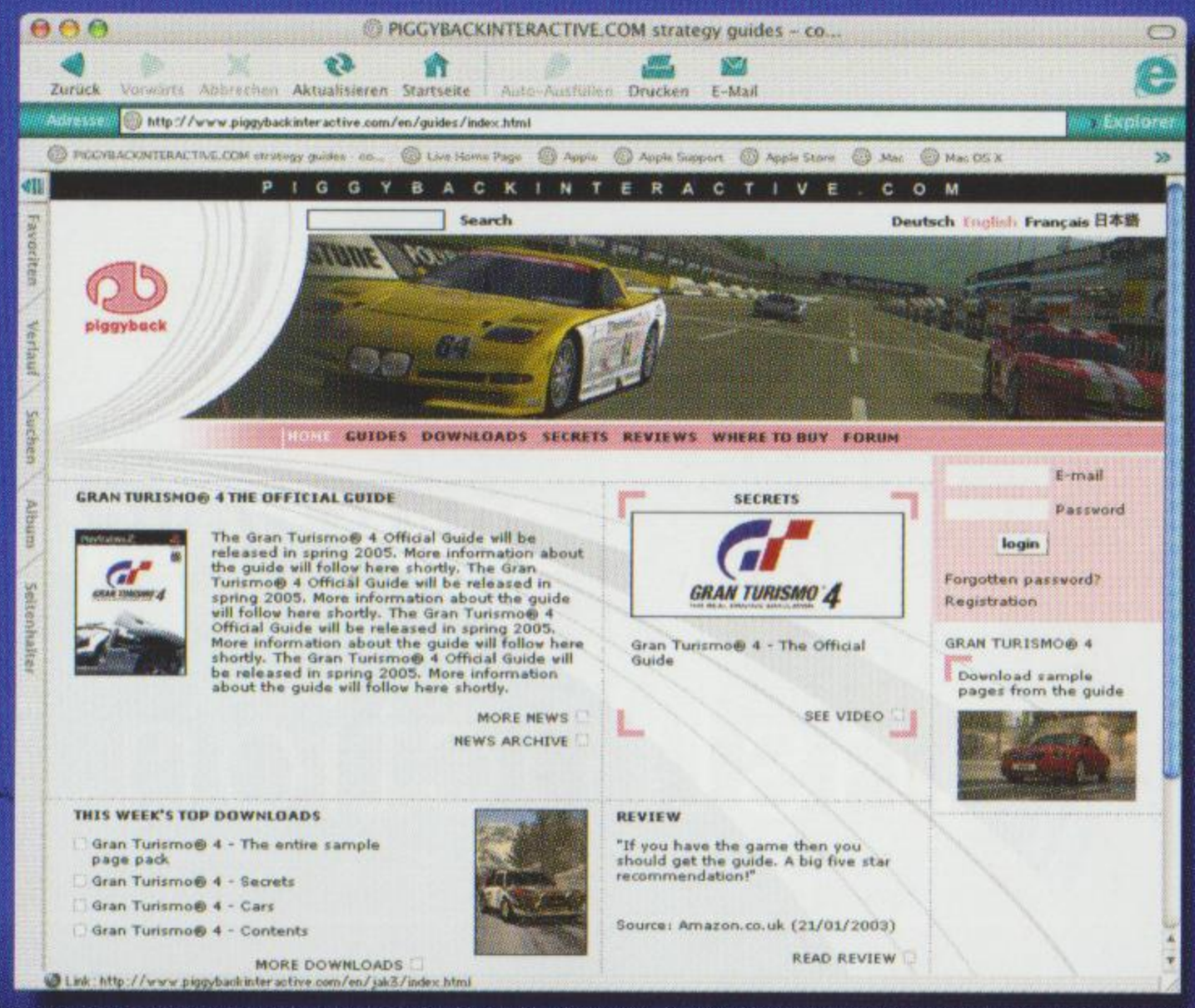
Instruction Manual

English

GRAN TURISMO® 4
THE REAL DRIVING SIMULATOR

Gran Turismo® 4

THE OFFICIAL LEAGUE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The Gran Turismo® 4 Official Guide will be released in spring 2005. More information about the guide will follow here shortly. The Gran Turismo® 4 Official Guide will be released in spring 2005. More information about the guide will follow here shortly. The Gran Turismo® 4 Official Guide will be released in spring 2005. More information about the guide will follow here shortly. The Gran Turismo® 4 Official Guide will be released in spring 2005. More information about the guide will follow here shortly.
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The Official Guide – available Spring 2005
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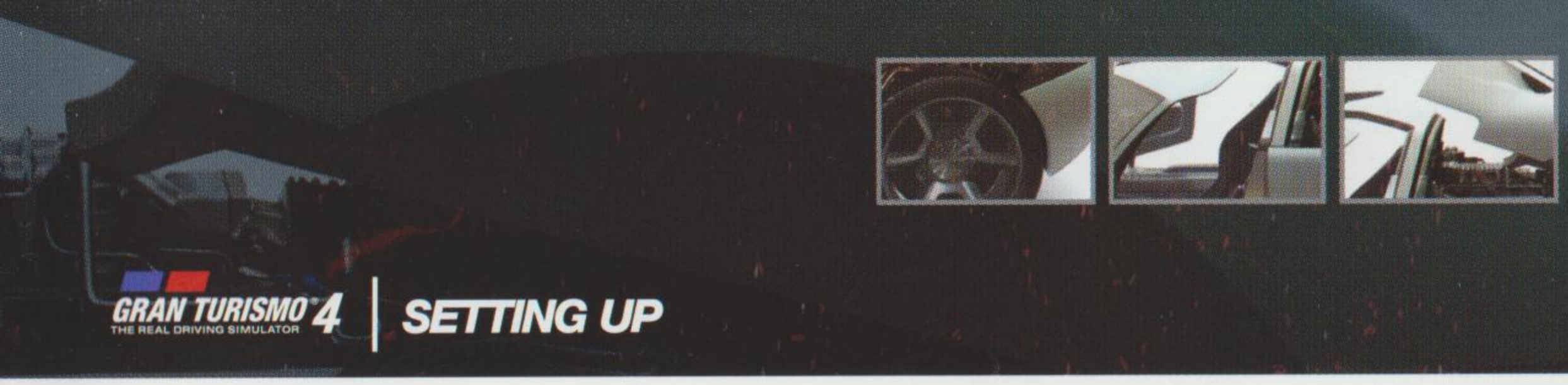


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers / other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on. Check that the I/⏻ indicator on the front of the console is lit up red. Press the I/⏻/RESET button and the I/⏻ indicator will light up green.

Press the ⏏ button on the console front to open the disc cover and place the GRAN TURISMO® 4 disc in the disc holder with the label side facing up. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click.

After the disc cover is closed, the GRAN TURISMO® 4 disc will load.

NOTE: Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles should refer to the setup instructions supplied with the console.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: Throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same Memory Card, or any Memory Card containing previously saved GRAN TURISMO® 4 data.

On boot up, game data is autoloaded from MEMORY CARD slot 1. Make sure there is enough free space on your Memory Card before commencing play.

NOTE: In order to play GRAN TURISMO® 4, you MUST have a Memory Card with sufficient free space inserted into MEMORY CARD slot 1. If there is no Memory Card inserted, or if the Memory Card contains insufficient space, you will not be able to play GRAN TURISMO® 4.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick. In order to use the left analog stick, the Analog Controller (DUALSHOCK®2) should be in analog mode (indicator: Red).

Use the Driving Force™ Pro Steering Wheel Controller for the most realistic driving experience and feel the feedback exerted on the wheel corresponding to the status of the car.

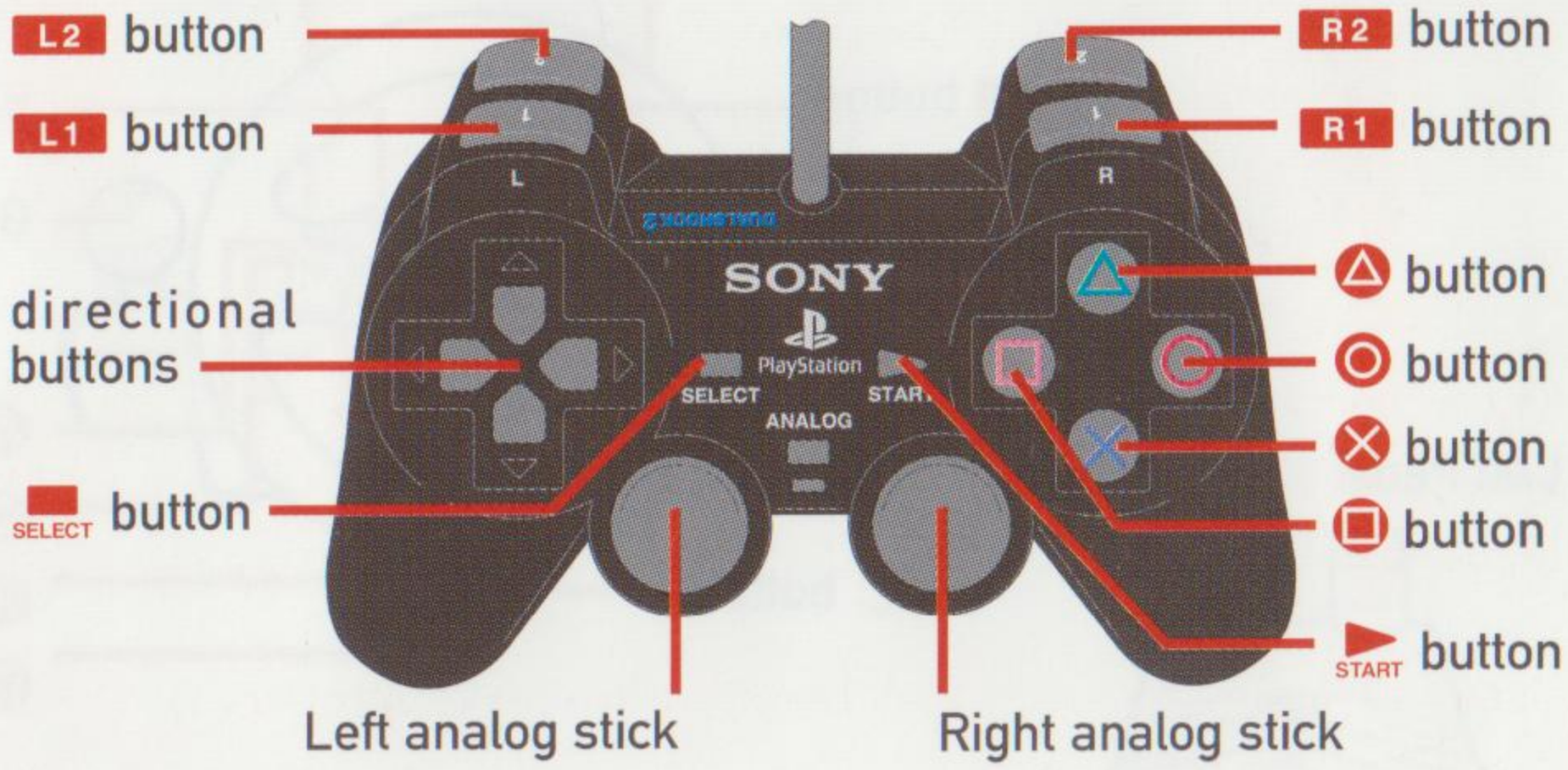
If you boot up your console with a Driving Force™ Pro or GT Force™ Steering Wheel Controller already inserted, the steering wheel will automatically move as the console checks the connection.

GRAN TURISMO® 4
THE REAL DRIVING SIMULATOR

RACING CONTROLS

NOTE: On the following controller diagrams, blue controls refer to driving controls, red controls are for navigating through menu screens.

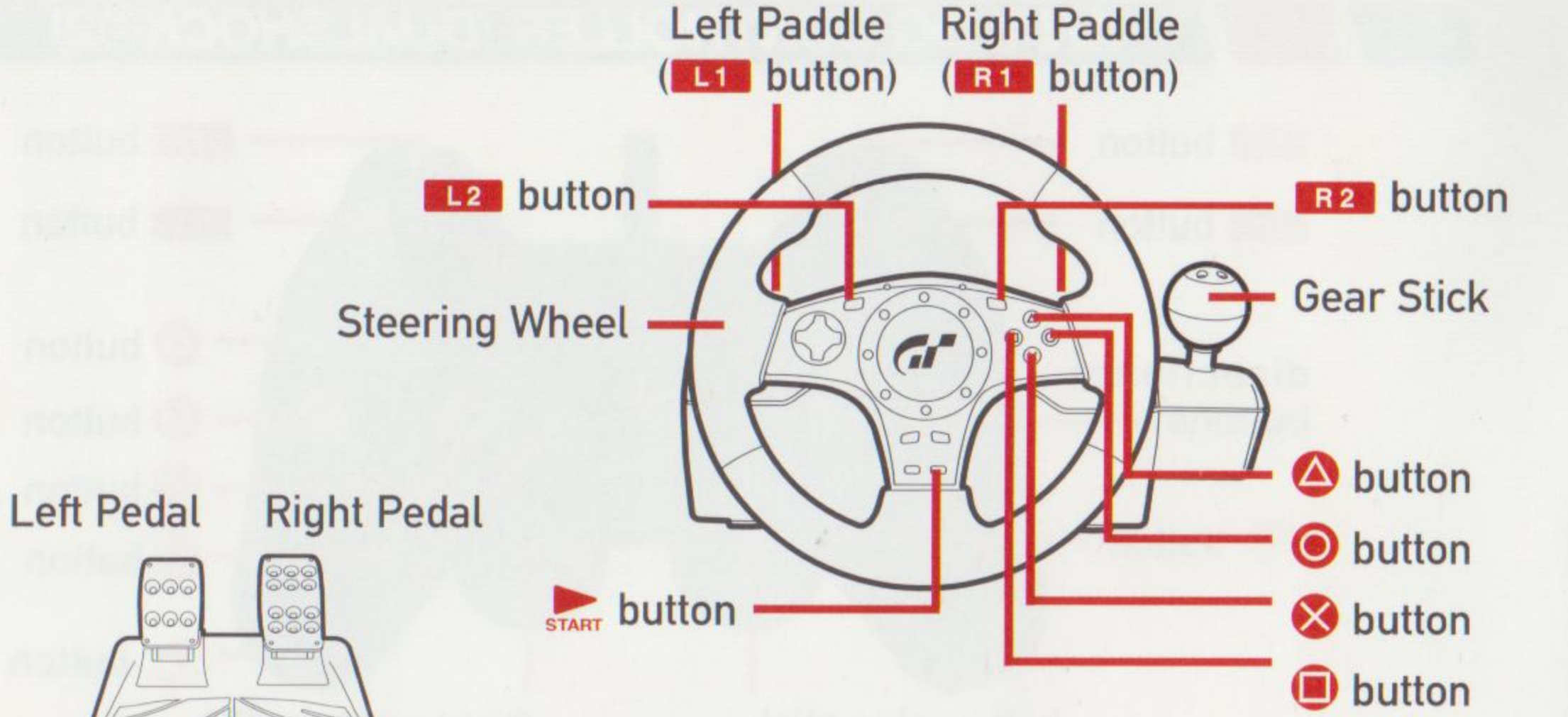
ANALOG CONTROLLER (DUALSHOCK®2)



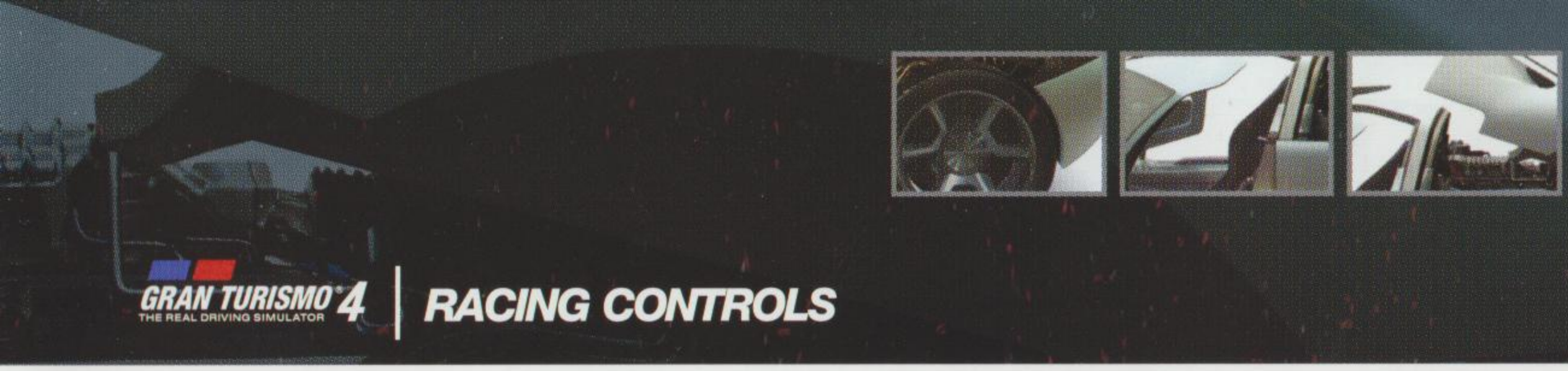
L1 BUTTON	Rear view
L2 BUTTON	Shift down (for Manual Transmission)
R1 BUTTON	Boost
R2 BUTTON	Shift up (for Manual Transmission)
□ BUTTON	Brake / Cancel
△ BUTTON	Reverse / Cancel
○ BUTTON	Handbrake / Accept
✕ BUTTON	Accelerator / Accept
START BUTTON	Pause / Cancel movie
SELECT BUTTON	Toggle driver views
↑, ↓, ← OR →	Steer / Move cursor
RIGHT ANALOG STICK ↑	Accelerate
RIGHT ANALOG STICK ↓	Brake

NOTE: The vibration function can be turned ON/OFF via the Option Menu. When using any of the buttons on the Analog Controller (DUALSHOCK®2) to steer, accelerate or brake during a race, the amount of pressure applied to the button corresponds to the amount applied to the wheel or pedal. Only the Analog Controller (DUALSHOCK®2) supports the Analog control system.

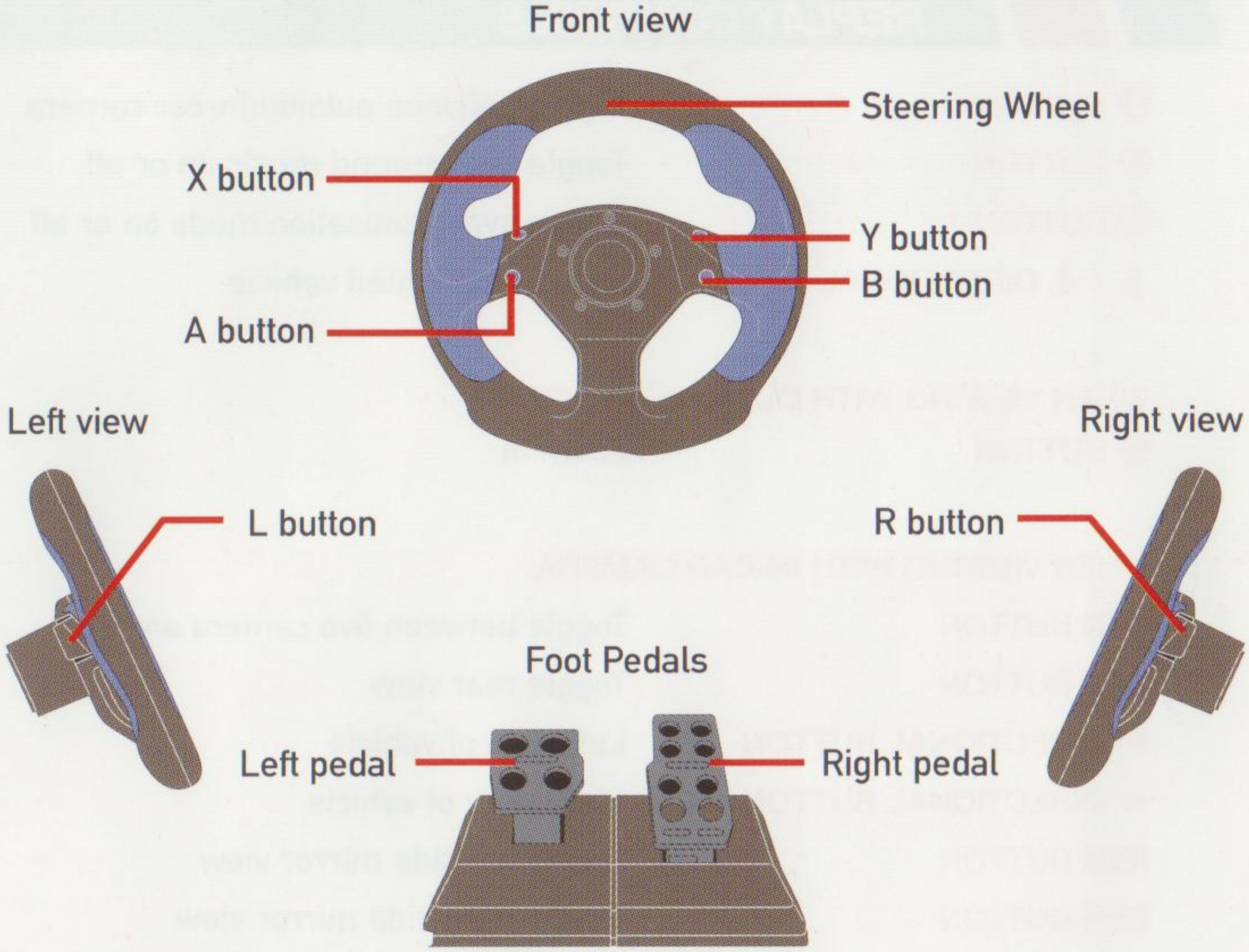
LOGITECH DRIVING FORCE PRO™ STEERING WHEEL CONTROLLER



L1 BUTTON / R1 BUTTON	Shift up/down (for Manual Transmission)
STEERING WHEEL	Steer
SHIFT LEVER	Push to shift down/pull to shift up (for Manual Transmission)
○ BUTTON	Handbrake / Accept
△ BUTTON	Reverse / Cancel
□ BUTTON	Cancel
✕ BUTTON	Accept
R2 BUTTON	Boost
START BUTTON	Pause / Cancel movie
L2 BUTTON	Rear view
ACCELERATOR PEDAL	Accelerate / Accept
↓ DIRECTIONAL BUTTON	Rear view
← DIRECTIONAL BUTTON	Left side view
→ DIRECTIONAL BUTTON	Right side view
BRAKE PEDAL	Brake / Cancel
SELECT BUTTON	Toggle driver views



LOGITECH GT FORCE™ STEERING WHEEL CONTROLLER



STEERING WHEEL	Steer / Move cursor left/right
BUTTON X	Rear View
BUTTON Y	Boost
BUTTON B	Reverse
BUTTON A	Pause
L BUTTON/R BUTTON	Manual transmission shift / Move cursor up/down
BRAKE PEDAL	Brake / Cancel
ACCELERATOR PEDAL	Accelerate / Accept

NOTE: Before using the GT Force™, read the product's accompanying manual.

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Replays are displayed after each race; you can control the camera angles and change a variety of viewing options using the following control system.

REPLAY CONTROLS

⊗ BUTTON	Toggle between outside/in-car camera
○ BUTTON	Toggle background music on or off
□ BUTTON	Toggle synchronisation mode on or off
↑ / ↓ DIRECTIONAL BUTTONS	Select highlighted vehicle

WHEN VIEWING WITH OUTSIDE CAMERA:

△ BUTTON	Zoom in

WHEN VIEWING WITH IN-CAR CAMERA:

R1 BUTTON	Toggle between five camera angles
L1 BUTTON	Toggle rear view
← DIRECTIONAL BUTTON	Left view of vehicle
→ DIRECTIONAL BUTTON	Right view of vehicle
L2 BUTTON	Toggle left side mirror view
R2 BUTTON	Toggle right side mirror view

When playing GRAN TURISMO® 4 for the first time, the Language Select Screen will be displayed on boot-up; choose your language from English, French, German, Italian or Spanish. After a short cinematic introduction, the Main Menu will be displayed.

MAIN MENU

GRAN TURISMO® 4
THE REAL DRIVING SIMULATOR
Arcade Mode
Gran Turismo Mode
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Press ⬆ or ⬇ to highlight one of the following modes, then press the ⊗ button or the ◎ button to confirm.

ARCADE MODE	Enjoy a casual race against computer controlled drivers or your friends
GRAN TURISMO® MODE	Obtain licences, win credits and buy cars as a driver or race manager in the ultimate Gran Turismo® simulation mode
REPLAY THEATRE	See the Replay Theatre section of this manual
OPTIONS	See the Option Menu section of this manual
SAVE	Save game data to Memory Card
CREDITS	See the GRAN TURISMO® 4 credits

GRAN TURISMO® 4
THE REAL DRIVING SIMULATOR

ARCADE MODE

Arcade Mode provides instant access to four quick race sub-modes: Single Race, Time Trial, 2P Battle and Multi LAN Race.

STARTING AN ARCADE MODE RACE

After selecting an Arcade game mode, follow these steps to begin racing:

1. Choose a course to race on. Highlight a course to view information including previously cleared difficulty levels, course maps, course length and undulations

2. Pick a car. You can choose a vehicle by selecting a sub-category (such as 'Manufacturer') from this screen. Once a car has been selected, choose a colour scheme, then the transmission type, enable or disable driver assists, equip tyres and set the speed of AI cars

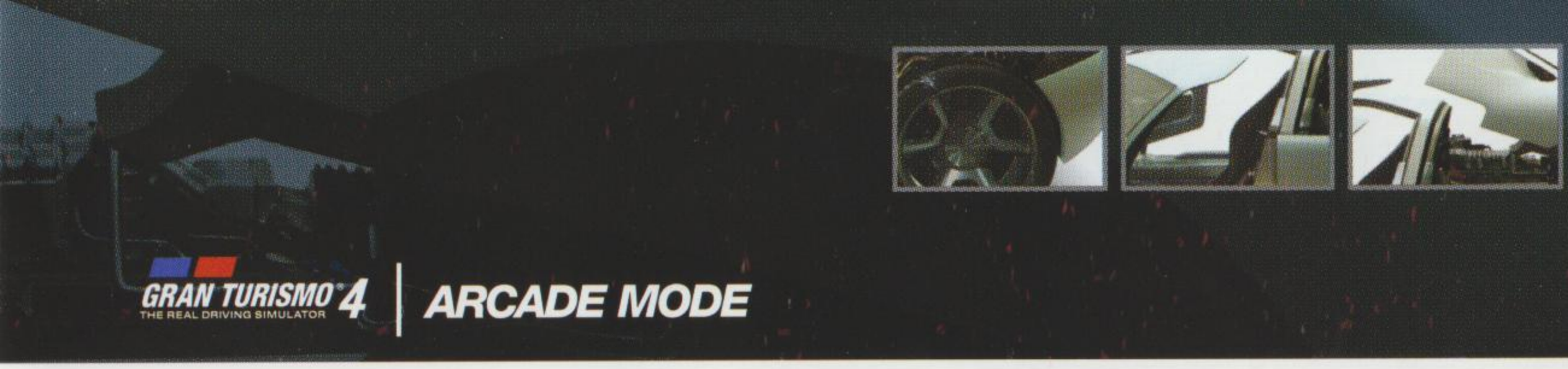
3. The Race Menu is displayed before and after each race. To begin, select either 'A-Spec' or 'B-Spec' from the menu options outlined in the next section

NOTE: When picking a car, you can add vehicles to your favourites list by pressing the START button.

THE RACE MENU

A-SPEC	Start the race in A-Spec Mode. See the 'A-Spec and B-Spec Modes' section of this manual
B-SPEC	Start the race in B-Spec Mode. See the 'A-Spec and B-Spec Modes' section of this manual
START REPLAY	Start a replay of a race that has just taken place
SAVE REPLAY	Save a replay of a race that has just taken place
QUICK TUNE UP	Conduct a series of quick car modifications in Arcade Mode
OPTION	Change various game settings
EXIT	Exit the race

NOTE: You cannot select B-Spec in Time Trial Mode. The 'Start Replay' option is available after a race has taken place, not before.



GRAN TURISMO 4
THE REAL DRIVING SIMULATOR

ARCADE MODE

SINGLE RACE

This mode provides the quickest access to competitive racing. Before a race can begin you must choose a course type, then pick from the available list of tracks and vehicles; as you progress through the game, more cars and courses will become available. You can choose to play a Single Race in either A-Spec or B-Spec; please see the 'A-Spec and B-Spec Modes' section of this manual for explanations of these play modes.

TIME TRIAL

In Time Trial, the objective is to complete the course in the shortest amount of time possible. This is a solo race, so you don't have to worry about opponents interfering as you tear around the track.

Select your car to proceed to the Race Menu then press the START button to begin your Time Trial. There are no limitations on the number of laps in Time Trial Mode. To quit, press the START button and select Exit from the Pause Menu.

NOTE: You cannot select B-Spec from the Race Menu in Time Trial Mode.

TIME TRIAL GHOST CARS

When a best lap replay has been saved, you can choose to display the ghost image of your performance on that lap. Displaying the ghost car's lap will help act as a target to further improve lap times. To activate the ghost car, select Load Ghost from the Race Menu and choose the best lap replay. You can only select the best lap time save data for the track you are currently driving on. Press the ↑ directional button to activate/deactivate the ghost car.

2P BATTLE

If you want to race against a friend, this is the mode for you. After Player 1 selects a track to race on, both players can choose their cars before the Race Menu is displayed.

With the console positioned horizontally, Player 1 uses controller port 1 and/or the left USB connector, Player 2 uses controller port 2 and/or the right USB connector.

NOTE: The above connections refer to the PlayStation®2 console, product code SCPH-70001. For Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles, with the console positioned horizontally, Player 1 uses controller port 1 and/or the upper USB connector, Player 2 uses controller port 2 and/or the lower USB connector.

2P BATTLE SCREEN SETTINGS

If the screen setting is 4:3 the screen will be split horizontally, if the screen setting is set to 16:9, the screen will be split vertically. Use the Option Menu if you wish to change the screen setting.

NOTE: Load your own garage data from a Memory Card inserted into either MEMORY CARD slot 1 or MEMORY CARD slot 2 for use in two player races.

MULTI LAN RACE

By connecting two or more PlayStation®2 consoles via LAN connectivity, up to six players can use this mode to race against each other.

To play a Multi LAN race, each player must have:

- A PlayStation®2 console
- A TV monitor
- An Analog Controller (DUALSHOCK®2) or compatible controller
- A GRAN TURISMO® 4 disc
- A Memory Card containing a saved 'Your Network Configuration File'

NOTE: For PlayStation®2 models other than the PlayStation®2 console, product code SCPH-70001, a Network Adaptor (Ethernet) (for PlayStation®2) (sold separately) is also required to play a Multi LAN Race. Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual.

A USB Keyboard can also be used to configure LAN settings.

NOTE: For further details on Multi LAN racing, visit www.granturismoworld.com. The Network Adaptor (Ethernet) (for PlayStation®2) is used for LAN races only.

DATA LOGGER

Select Data Logger from the Race Menu to view the Logger Display Menu in order to objectively study your replay data.

DATA LOGGER DISPLAYS

Select a particular sector from the track to show the car's condition in a graph. Press the ⬅ or ➡ directional buttons to choose the sector you wish to view. Push the left analog stick to adjust the scale of the graph and push the right analog stick to scroll.

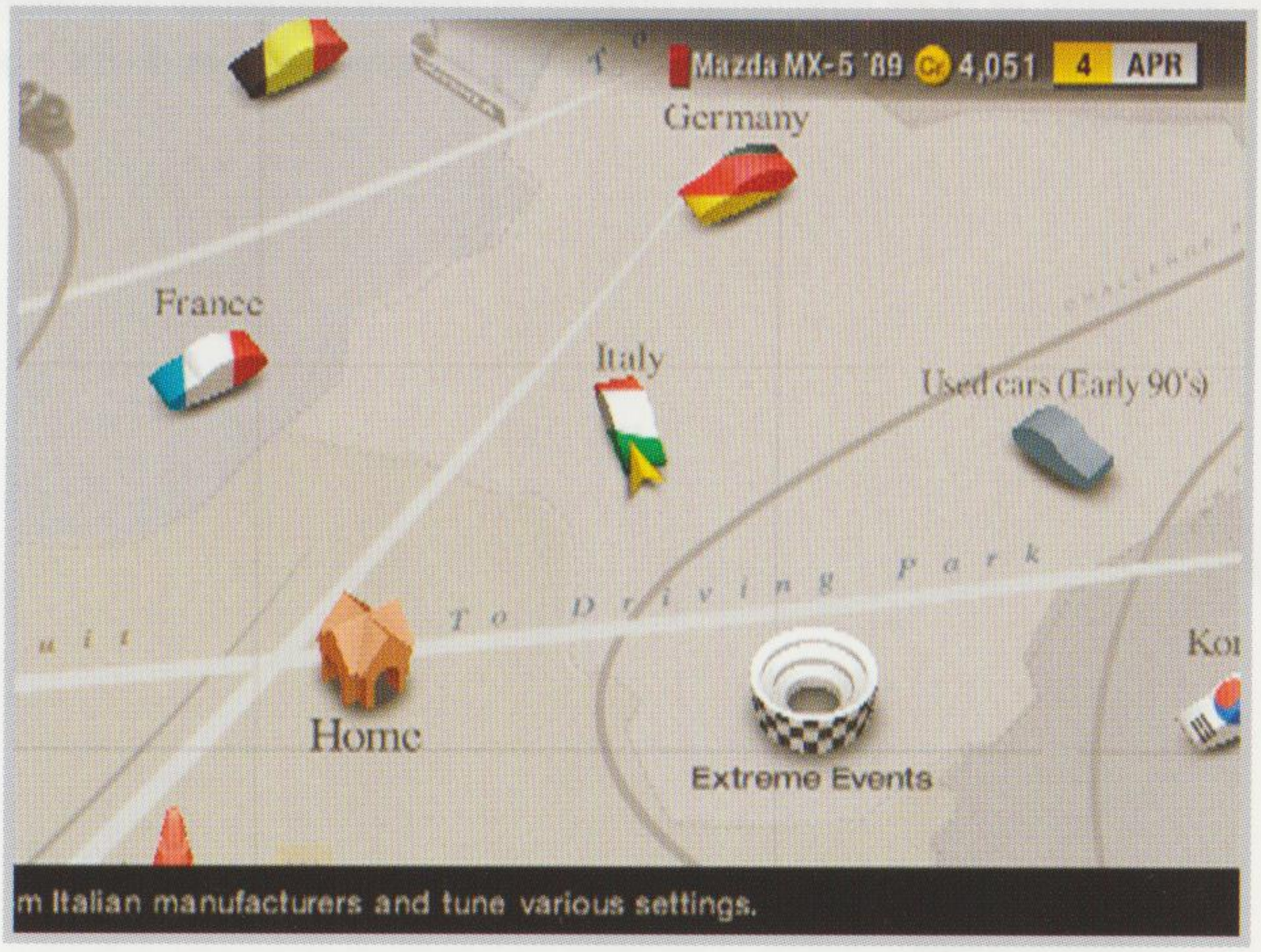
Gran Turismo® Mode makes the essence of Gran Turismo® a reality; it simulates life in a racing world where the only things that matter are you and your car.

When playing Gran Turismo® Mode for the first time, you begin with 10,000 credits. Credits can be used to purchase cars, upgrade parts, buy wheels and even get an oil change. So the first thing you need to do is acquire a vehicle; once you have purchased a car, you're ready to race.

While you will have access to some races at the start, many races are suitable only for qualified drivers with a particular licence. To obtain such a licence, you must take a series of tests at the local Licence Centre. Also, most races have vehicle limitations; so make sure you have the right type of car.

As you participate in races, you'll earn additional credits. By earning more credits, you'll be able to customise your car or buy superior or more desirable models.

THE WORLD MAP



This map includes everything you need to know and everywhere you need to go to fully enjoy the GRAN TURISMO® 4 experience. The following sections outline specific places that you will come across on the world map.

HOME

Your home acts as your base and garage and provides an area to review and alter information regarding your game data, status and vehicles. You can access the following areas when at home.

GARAGE

Review the collection of vehicles you have won or purchased. Check out specific stats for a car and decide if you want to change or sell it.

PHOTO LAB

Organise your photo collection. See the Photo Lab section of this manual for further information.

DIARY

This calendar keeps track of all your major achievements as you progress through the game. Buy or sell cars, obtain licences and review the results of races you have participated in.

STATUS

Data including game completion, licence tests achieved and inventory can be reviewed in this area.

OPTIONS

Use this section to customise various game option settings.

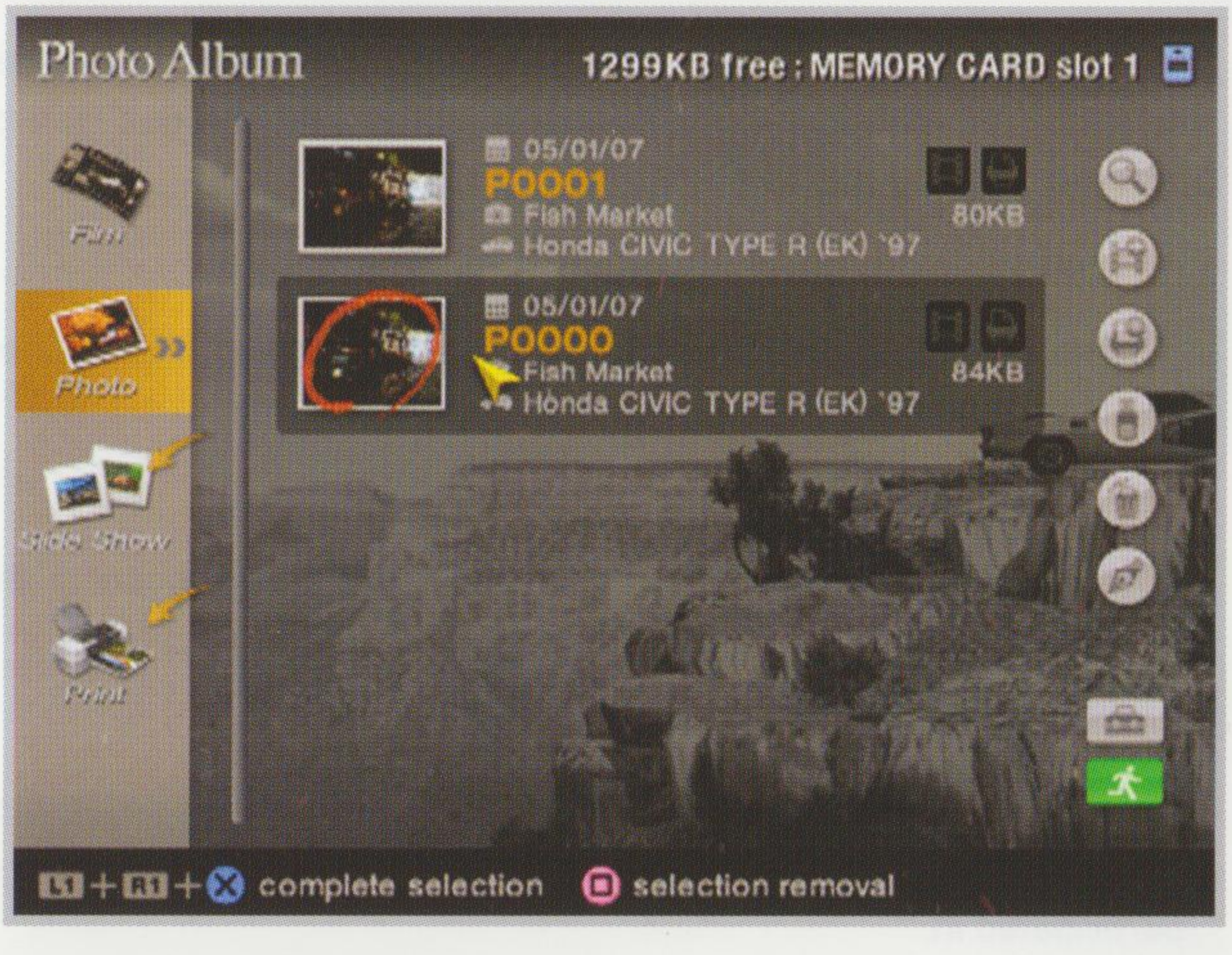
TRADE

Trade or sell cars to another Memory Card in the Trade area.

SAVE

Save settings and progress.

PHOTO LAB



View or manage photos taken in 'Photo Travel' Mode, or photos taken in 'Photo Drive' Mode. You can also view, edit and manage Film Data and Photo Data that has been previously saved to a Memory Card inserted in either MEMORY CARD slot 1 or MEMORY CARD slot 2. Change the MEMORY CARD slot used to load or save data by accessing 'Album Options' via the Album Data Menu.

Information relevant to individual pictures is displayed on the Photo Lab Screen alongside a thumbnail image of that photo.

PHOTO LAB MENU ACTIONS

These menu icons are listed on the left of the Photo Lab Screen:

FILM	Manage Film Data (data information/settings) of photos taken
PHOTO	Manage Photo Data (data created based on information on Film Data)
SLIDESHOW	Create a Slideshow in order to view numerous photos consecutively
PRINT	Manage your print list

LAB DATA MENU ACTIONS

The following menu icons are listed on the right of the Photo Lab Screen; each icon is unique to a specific type of data:

PREVIEW	View selected Photo Data
ADD TO SLIDESHOW	Add selected Photo Data to the Slideshow List
ADD TO PRINT FOLDER	Add selected Photo Data to the Print List
TRANSFER TO USB MEMORY	Add selected Photo Data to USB Flash Memory
DELETE	Delete selected data from Memory Card, Slideshow List or Print List
RENAME	Change file name for selected file

NOTE: To transfer photo data to USB Flash Memory, firmly insert the USB Flash Memory connector into either USB connector on the front of the console. Sony Computer Entertainment Europe recommends using the Sony Micro Vault™ USB Storage Media. MICROVAULT™

SLIDESHOW LIST

The Slideshow list is used to review multiple photos. The order in which images are placed determines the order in which they are viewed. Once Photo Data is selected and added to the Slideshow List, 'alias data' of the Photo Data is created. Select and move the alias data by holding down the ⊗ button and press the ↑ and ↓ directional buttons to determine the order in which you would like to view your photos.

The photos on the Slideshow List are copies of your original photos, therefore deleting photos from your Slideshow List will not delete the original image saved to Memory Card. If you want to delete photos, go to the Photo Lab Menu and select the actual picture to delete. When a photo has been deleted, its alias data will automatically be deleted from the Slideshow List as well.

PRINT LIST

The Print List is used in conjunction with a compatible USB printer to print out photos. Print List management is done using alias data files, as with the Slideshow List.

TO PRINT PHOTOS:

1. Choose a photo from either the film or photo folder, and add the photo you wish to print to the Print Folder

2. Select the photo from the Print Folder

3. Select the Print icon from the menu on the right side of the screen

4. You can then select various paper and print options. All images on the Print List are printed out

Delete photos from your Print List via the Print option on the Photo Lab Menu.

CAR TOWNS

You can visit a variety of dealerships in order to buy new cars and car parts, and you can also pick up second-hand vehicles from the used car sections. Also, look out for tuning shops, which carry modification parts.

BUY A CAR

When you want to buy a car, visit a dealership via the Map Menu. You can select a car's colour scheme when buying from a dealer, but not when buying a used car. The second hand cars put up for sale will vary as you proceed through the game.

BUY PARTS/MODIFY

To buy parts or to modify your car, select a dealer or tuning shop from the Map Menu. You can only modify or buy parts for the car you are currently driving; to change cars, you need to visit the Garage, located at your Home.

LICENCE CENTRE

The following licences can be obtained from the Licence Centre:

National B Licence (B)

National A Licence (A)

International B Licence (IB)

International A Licence (IA)

Special Licence (S)

Select a licence to access the Licence Selection Screen for that category.

LICENCE SELECTION SCREEN

Use this screen to choose which licence tests you wish to take. Each icon shows the latest results for each test and at the bottom of the screen, you can view the title names for the licence tests as well as the car used in the test, and the times you need to beat. Once each test is passed, you will proceed to the final exam for that specific category. By passing this test, you will obtain your licence for that category. The process is repeated in order to obtain licences in all five categories.

LICENCE TEST SCREEN

After selecting a particular test, the Licence Test Screen will be displayed highlighting details about the test you are about to undertake. Select the Start icon to begin the test.

LICENCE TESTS

If you have completed an attempt at a Licence Test then a ghost car will be displayed if you retry the same test. You can turn the ghost car On/Off by pressing the ⬆ directional button. If you can complete the tests within the standard times, you will be awarded a Gold, Silver or Bronze Cup according to your performance.

GRAN TURISMO® MODE RACE MENU

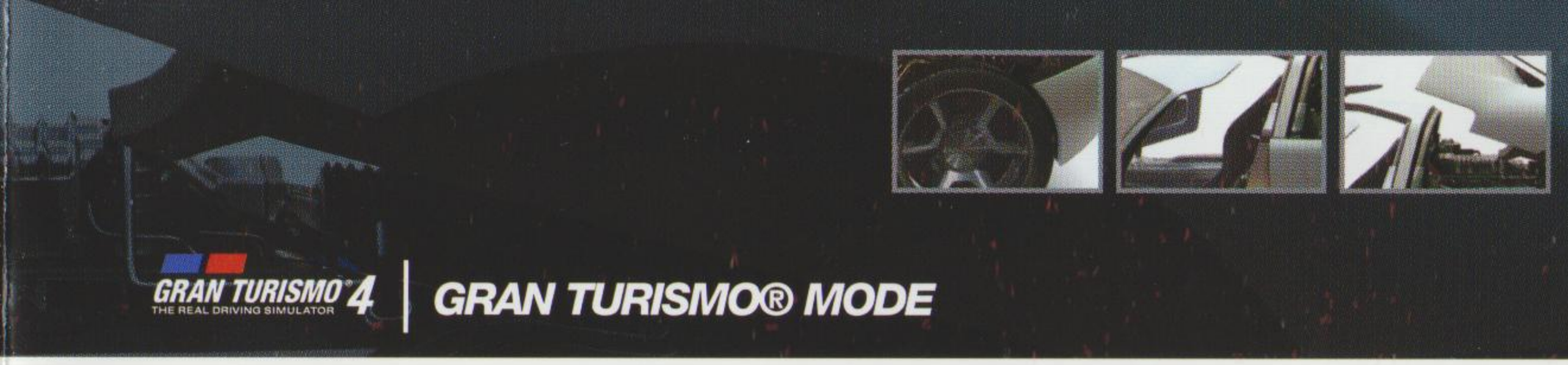
A-SPEC	Start the race in A-Spec Mode. See the 'A-Spec and B-Spec Modes' section of this manual
B-SPEC	Start the race in B-Spec Mode. See the 'A-Spec and B-Spec Modes' section of this manual
START REPLAY	Start a replay of a race that has just taken place
SAVE REPLAY	Save a replay of a race that has just taken place
QUICK TUNE UP	Conduct a series of quick car modifications in Arcade Mode
CAR SETTINGS	Use this facility in Gran Turismo® Mode to set up your car
LOAD GHOST	Load the best lap replay and display as a ghost car
RANKINGS	Review various time records
DATA LOGGER	See the Data Logger section of this manual
OPTIONS	Change various game settings
EXIT	Exit the race

EVENTS

A number of Event locations are accessible from the Map Menu. Each location has a different kind of event taking place and these events are structured around certain race entry regulations - e.g. the type of car or licence obtained - and consist of anything from a single race to a range of multiple races.

EVENT TYPES

BEGINNER	Participate in events designed for novice players/drivers
PROFESSIONAL	Take part in events designed for more experienced drivers
MISSION	Participate in events consisting of multiple regulations
SPECIAL CONDITIONS	Experience events that take place under varying conditions
ENDURANCE	Participate in long distance, or long time length endurance events
POWER AND SPEED	Participate in events designed for high output, high powered cars



GRAN TURISMO 4 THE REAL DRIVING SIMULATOR | GRAN TURISMO® MODE

EXTREME — Experience some extreme driving events

EUROPEAN RACES — Take part in cups dedicated to European cars

JAPANESE RACES — Take part in cups dedicated to Japanese cars

AMERICAN RACES — Take part in cups dedicated to American cars

STARTING AN EVENT RACE

From the Map Menu, proceed to the location of your choice, then select the event or race you wish to participate in to access the Race Menu. Further information on the Race Menu can be found earlier in this manual.

RACES

Some races are designed for play in A-Spec Mode only, some for B-Spec only. During a race, you can conduct pit stops to change tyres or refuel your vehicle. Finish a race with good results to earn those credits!

SETTINGS

You can save up to three different sets of modifications/car settings per vehicle. These 'Sets' are labelled A, B and C. Select Set A, Set B or Set C from the top of the screen, then conduct the changes or modifications to each category as desired. When the categories are selected, the available changes/modifications/parts are displayed; if you want to change parts settings, select the spanner icon after the specific parts are equipped to the vehicle.

PIT STOPS

If you decide to make a pit stop, your car will adopt 'auto drive mode' and take you into the pit lane for necessary maintenance. The flow of a pit stop is as follows:

1. Decide on the maintenance needed

When the car enters the pit lane, the Pit Menu is displayed. You can select the type of tyres to equip and whether or not to refuel. Once the required maintenance has been indicated, select 'OK'. Pit work will not take place until the OK button has been pressed, even if the car has reached the pit.

2. Review pit work

Once your car reaches the pit, a fuel gauge is displayed at the top of the screen and the pit work begins. If you have opted to refuel and want to stop refuelling before the tank is full, press the ⊗ button when the required fuel level is reached. Once all pit work has been completed, your car will be able to rejoin the race.

NOTE: It is also possible to switch game modes from A-Spec to B-Spec and vice versa when pitting-in.

CIRCUITS

There are a number of Circuits located on the Map Menu, all of which consist of different kinds of tracks clustered by category. Select a track to display the Circuit Menu.

TYPES OF CIRCUITS

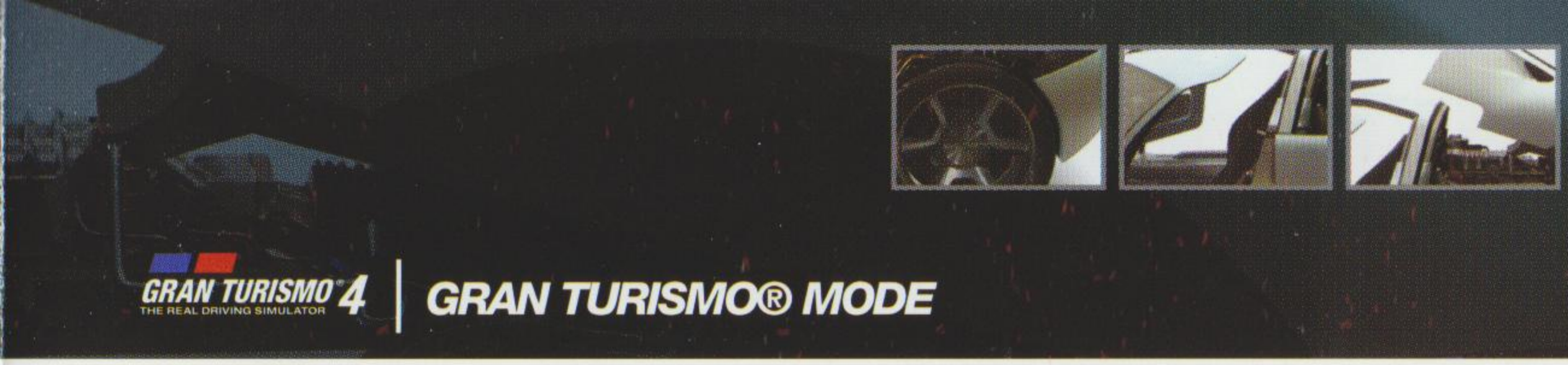
There are a variety of circuit types to choose from:

CITY COURSES	Tracks from cities like Tokyo, New York and Hong Kong
WORLD CIRCUITS	Genuine circuits such as Twin Ring Motegi (Japan), or Nurburgring Nordscheife (Germany)
ORIGINAL CIRCUITS	Tarmac tracks original to the Gran Turismo series
DIRT AND SNOW	Tracks on dirt or snow
DRIVING PARK	Tracks for practice, such as Gymkhana and the Test Course

CIRCUIT MENU

The following options are available on the Circuit Menu, although selections may vary depending on the track selected:

FREE RUN	Take a test run on the track by yourself. As in a Time Trial in Arcade Mode, you can choose to display a ghost car representing the record lap
RACE MEETING	Race with other cars to practice your skills
PHOTO DRIVE	See the 'Photo Drive' section of this manual
FAMILY CUP	Amateur races are held and organised at each track. No racing licence is necessary, and the cup is free to participate in



GRAN TURISMO 4 THE REAL DRIVING SIMULATOR | GRAN TURISMO® MODE

PHOTO DRIVE

Select 'Photo Drive' to head out on a circuit and conduct photo sessions of your car in motion. Photo Drive sessions take place in the following process:

1. Drive

Select START from the Race Menu. Once you have done your driving for this photo session, press the START button to end the driving session.

2. Replay

Select 'Replay' from the Race Menu to start a replay of the driving session just completed.

3. Take photos and save

When your car reaches the point from which you wish to take photos, press the SELECT button to pause the replay. Decide on the camera position and angles, and press the ◯ button to shoot and save the image to Memory Card.

Saved photos can be reviewed later and/or printed via the 'Photo Lab' located at your Home.

PHOTO DRIVE - REPLAY CONTROLS

↑/↓ DIRECTIONAL BUTTONS	Select target car
SELECT BUTTON	Pause screen for photo
START BUTTON	Cancel replay/pause

NOTE: Photo Drive can be accessed by pressing the SELECT button during a saved replay playback, or by visiting a track in Gran Turismo® mode and selecting 'Photo Drive'. You can also choose B-Spec from here and take photos without a saved replay.

PHOTO DRIVE - PAUSE SCREEN CONTROLS

←/→ DIRECTIONAL BUTTONS	Toggle camera
LEFT ANALOG STICK	Adjust camera angle/position
RIGHT ANALOG STICK ↑/↓	Zoom
RIGHT ANALOG STICK ←/→	Camera tilt
L1 BUTTON PLUS ↑/↓ DIRECTIONAL BUTTONS	Adjust exposure

L2 BUTTON PLUS ↑/↓ DIRECTIONAL BUTTONS	Adjust white balance
R1 BUTTON PLUS ↑/↓ DIRECTIONAL BUTTONS	Adjust aperture
R2 BUTTON PLUS ↑/↓ DIRECTIONAL BUTTONS	Shutter speed
○ BUTTON	Toggle horizontal/vertical framing
✕ BUTTON	Shutter button
△ BUTTON	Change colour filter
□ BUTTON	Confirm focus
SELECT BUTTON	Return to replay
START BUTTON	Quit photo session/pause

PHOTO TRAVEL

Photo Travel allows you to take your current car to a variety of international locations in order to set up and take pictures of your pride and joy. Take photos in Photo Travel Mode by following these steps:

1. Choose settings

Once Photo Travel has been selected, a variety of settings and conditions are offered for you to set up and customise your picture.

2. Decide on car and camera position

Drag and drop the car and camera icons to move them into the desired position.

3. Decide on camera angle

Refer to the image seen in the view finder to decide on the camera angle, tilt, zoom and more detailed positioning. By changing the degree of steer (front wheels) and using filter effects, you can modify your photo further without even changing the camera angle.

4. Shoot and save

Select the Shoot icon to take a picture; the captured image will then be shown full screen. Press the START button to bring up the Save Menu. You can then save the photo to your Memory Card so that you can view it in the Photo Lab at your Home.

PHOTO SHOOTING SCREEN

1. Overall map
2. Car icon (can be moved/rotated when selected)
3. Camera icon (can be moved/rotated when selected)
4. Toggle horizontal/vertical frame
5. Viewfinder image
6. Zoom
7. Aperture
8. Camera direction
9. Camera tilt
10. Camera position (left/right/forward/backward)
11. Camera position (up/down)
12. Steering degree option
13. Filter option
14. Camera options
15. Exit (end photo session)
16. Focus button (when manual focus is on)
17. Shutter/shoot button

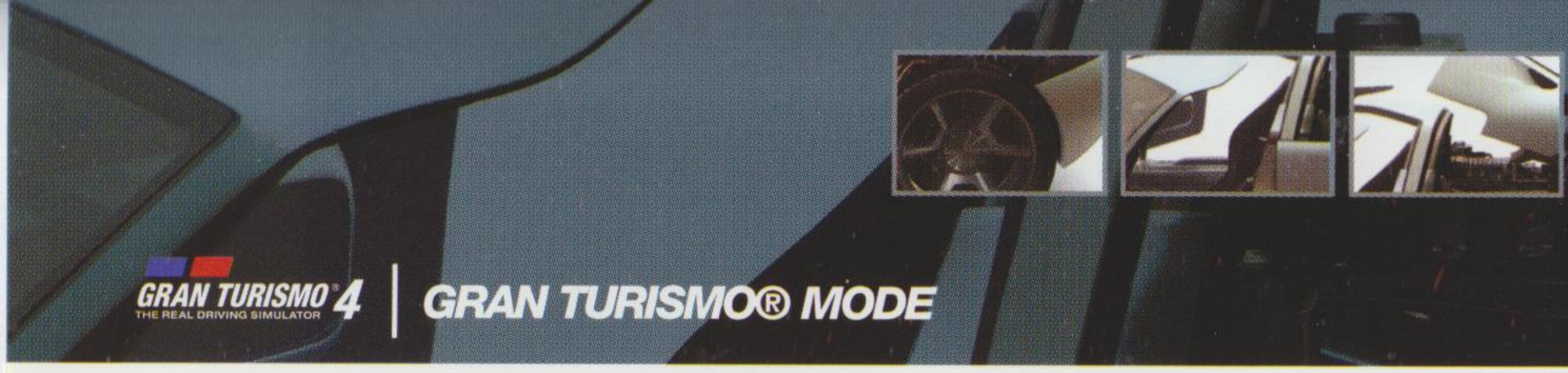


PHOTO SHOOTING SCREEN OPTIONS

Use the option menu found at the bottom right of the screen to change settings, including image quality ('fine' is high quality/large file size), toggle the focus between Auto/Manual (focus is centred by default in auto focus mode), change the shutter sound effect and select 'Mode' to toggle the unit display to professional scales. Select 'Saturation' to adjust the light saturation.

BASIC CONTROLS

↑, ↓, ← AND →	Move cursor
○ BUTTON OR ✕ BUTTON	Select/confirm
△ BUTTON OR □ BUTTON	Return/cancel

Overall Map:

L1 BUTTON / R1 BUTTON	Change map scale

While Positioning Car:

L2 BUTTON / R2 BUTTON	Rotate car on the spot

Zoom/Aperture:

← AND → DIRECTIONAL BUTTONS AFTER SELECTING AN ICON	Change settings

Camera Direction/Position:

✕ BUTTON OR ○ BUTTON WHILST SELECTING AN ICON PLUS DIRECTIONAL BUTTONS	Change settings

REPLAY THEATRE

In the Replay Theatre, you can review and manage replay data files saved to Memory Card in Arcade Mode or Gran Turismo® Mode.

REPLAY THEATRE MENU

The following menu icons are situated to the left of the Replay Theatre Screen. Once a menu icon is selected you can access each area to edit your replay save files:

DEMO	File manage demonstration replay data
REPLAY	File manage your replay save data
PLAYLIST	Create your own original playlist of replays

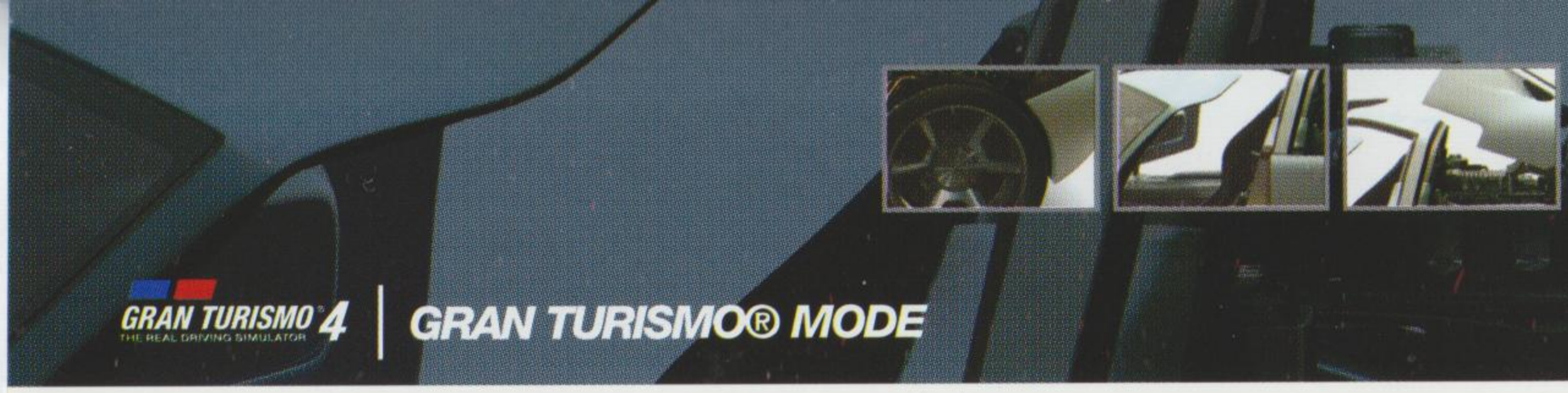
REPLAY DATA MENU

The following menu icons are situated to the right of the Replay Theatre Screen:

PLAY	Play the selected replay data or playlist
ADD TO PLAYLIST	Add selected replay data to playlist
DELETE	Delete from Memory Card and playlist
CHANGE FILE NAME	Change the file name for the selected replay data
REPLAY OPTIONS	Change replay data settings

PLAYLISTS

A playlist is used to play back multiple replays. Select a replay data file to add an 'alias' data file to your playlist. Select the alias data files on your playlist to determine the order in which they are played. You can also choose to shuffle your playlist. The files on your playlist are copies; if you delete files from your playlist you can load the same replay data from Memory Card. If you want to delete replay data, go to the Replay Theatre Menu, choose Select Replay and delete from there. Files that are deleted from Memory Card are automatically deleted from the playlist.



TYPES OF REPLAY DATA

There are three types of replay data:

FULL (Full Lap Replay)

Records the replay data from beginning to end of a race or Time Trial session. Depending on the length of the race or session, you may not be able to save all data.

GHOST REPLAY (Best Lap Replay)

Saves only the best lap recorded in the race or Time Trial. You can also show the logger data or display ghost cars using the best lap replay data.

LICENCE (Licence Replay)

Replay saved Licence Test data.

JUKEBOX

Access the Jukebox to check out all of the music featured in GRAN TURISMO® 4 and to set up your own playlists.

When you access the Jukebox feature, the following options are made available:

LIBRARY	Scroll through and listen to all the music tracks featured in the game
RACE	Add and select music tracks to be played during races
SLIDESHOW	Add and select the music tracks you want to play during Slideshows

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Logitech®

THE ULTIMATE WHEEL FOR GRAN TURISMO® 4

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- Sequential stick shifter

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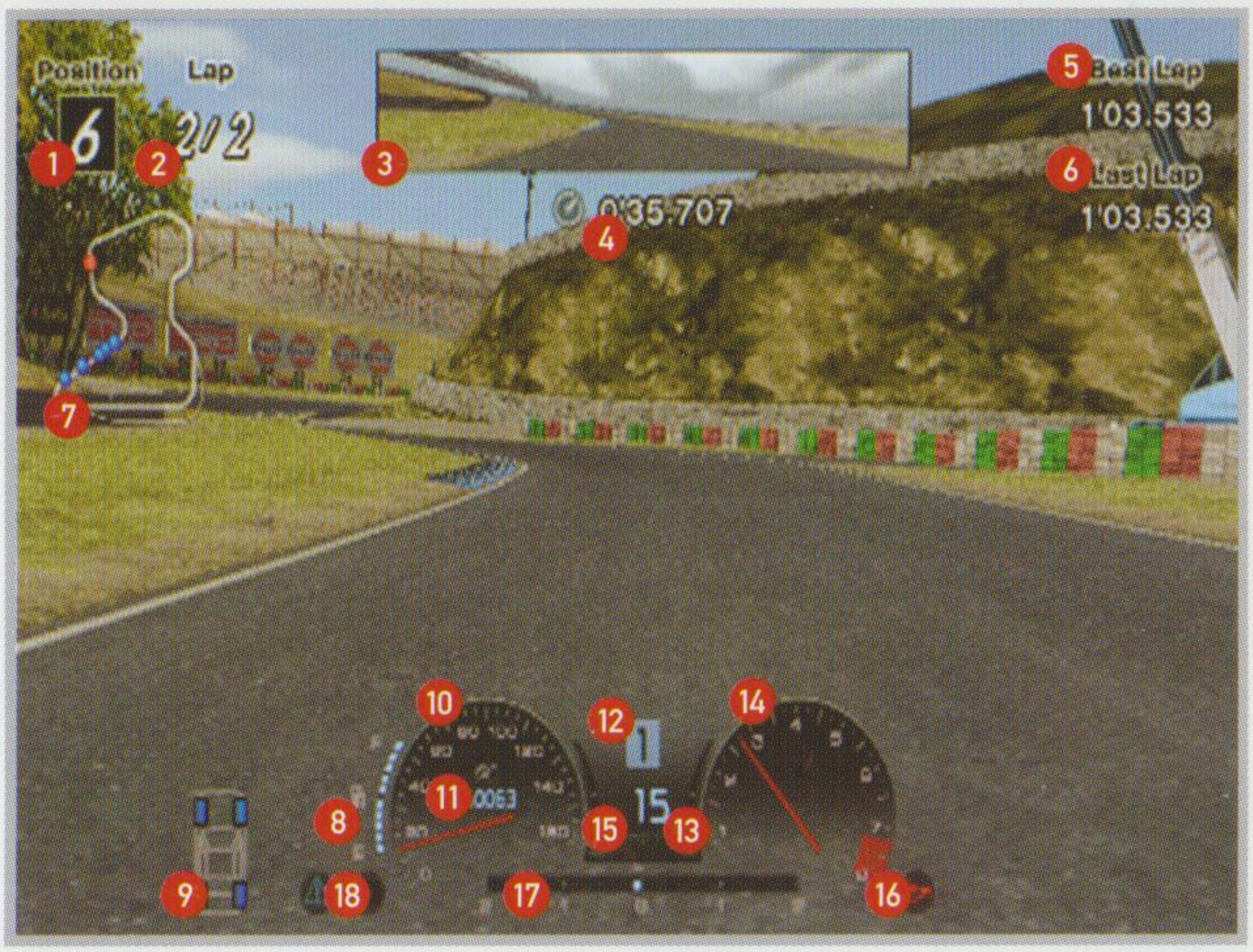
GRAN TURISMO 4
THE REAL DRIVING SIMULATOR

A-SPEC AND B-SPEC MODES

A-SPEC

A-Spec is the traditional driving experience - you are behind the wheel with your fingers on the gears and your feet on the accelerator and brake. When you play an A-Spec game, success is dependant on your own skill, experience and judgement.

A-SPEC ARCADE RACE SCREEN



1. Position
2. Current lap/total laps
3. Rear view mirror
4. Current lap time
5. Best lap
6. Last lap time
7. Course map
8. Fuel gauge (depending on the race regulations)
9. Tyre consumption gauge (depending on the race regulation)
10. Speedometer
11. Odometer
12. Current gear
13. Current speed
14. Revcounter
15. Boost pressure (for Turbo cars only)
16. Oil indicator
17. G-force meter (the gravitational force incurred when accelerating and braking)
18. ASM/emergency brake indicator

NOTE: This is the game screen for A-Spec Arcade Mode. The screen display may vary slightly depending on the option settings and other factors.

B-SPEC

B-Spec is a new concept, introduced to the Gran Turismo® series for the first time.

In B-Spec Mode the action is viewed from camera angles that replicate a real race broadcast, and taking on the role of a race team manager, you must give directions to your computer controlled driver as he races.

So if you fancy a new kind of driving challenge why not try B-Spec racing? Your responsibilities as race manager include preparing your car for a race and then dictating your driver's actions out on the track, thus sharing the excitement and exhilaration of racing in a completely new way. Tune up your car, get a professional to drive it and tell them what to do!

With a B-Spec race in progress, press the R1 button to toggle between the Broadcast View Screen and the Race Monitor Screen. These two screens provide all of the information you need to develop a winning race strategy.

B-SPEC BROADCAST VIEW SCREEN

Use the Broadcast View Screen to keep tabs on race events as they unfold, and use it in conjunction with the Race Monitor Screen to understand and evaluate the race.

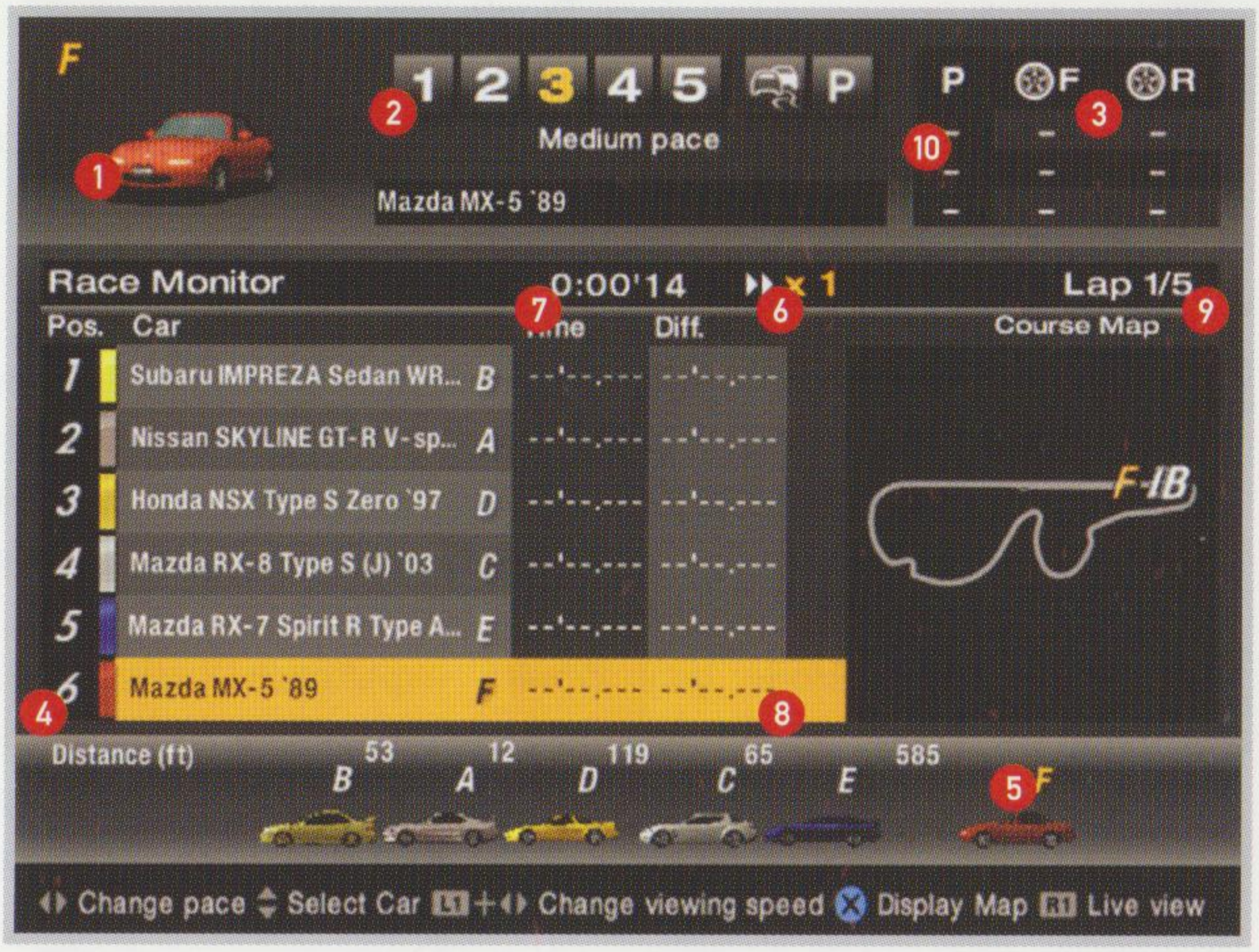
1. Position
2. Current number of laps/total number of laps
3. Course map
4. Command window
5. Total time
6. Current time
7. Fuel gauge (depending on race regulation)
8. Tyre wear gauge (depending on race regulation)
9. Current speed

BROADCAST VIEW SCREEN CONTROLS

← / → DIRECTIONAL BUTTONS	Toggle through commands
↑ / ↓ DIRECTIONAL BUTTONS	Change target car
△ BUTTON	Overtake on/off
○ BUTTON	Command pit stop/cancel pit stop
✕ BUTTON	Toggle through cameras
R1 BUTTON	Change display to and from Race Monitor
R2 BUTTON	Turn on/off screen displays
START BUTTON	Pause

RACE MONITOR SCREEN

During the race, this screen provides information on each competing car, including lap time, sector times, time differences and on which lap they went in for a pit stop. This information helps you form a more holistic view of what is happening out on the track. Using the Race Monitor Screen, you can speed up the race - up to x3 the speed viewed via the Broadcast View Screen.



1. Display target car and car number A to F (with A to F being the starting grid position for the race)
2. Command window
3. Condition of target car
4. Position
5. Car and car number A to F
6. Game playing speed
7. Current time
8. Time difference (in comparison to leading car)
9. Laps completed
10. Number of pit stops

RACE MONITOR SCREEN CONTROLS

⬅ / ➡ DIRECTIONAL BUTTONS	Toggle through commands
⬆ / ⬇ DIRECTIONAL BUTTONS	Change target car
△ BUTTON	Overtake on/off
○ BUTTON	Command pit stop/cancel pit stop
✕ BUTTON	Toggle map/lap times
L1 BUTTON PLUS ⬅ / ➡ DIRECTIONAL BUTTONS	Toggle race speed
R1 BUTTON	Change display to and from Broadcast view
START BUTTON	Pause

B-SPEC SETTINGS/CAR SET UP

Car set up is potentially much more important in B-Spec Mode than when you are actually doing the driving yourself. You can conduct a series of tests on your settings and tyre selection before the race begins to make sure you have made the right choices. You will then need to create a strategic plan for the actual race itself.

NOTE: In B-Spec Mode, your drivers' experience levels gradually increase, allowing them to drive faster and more accurately. By driving on various tracks, the drivers' overall experience levels are increased further. When experience levels reach a ceiling, try racing on other tracks or in other cars or racing conditions.

DRIVER COMMANDS

You can provide your driver with pace commands to let them know how hard they should be pushing the car. The pace command scale stretches from 1 up to 5 (slowest to fastest), so you can instruct the driver to race safely and go easy on the tyres, or push hard, batter the tyres and take more risks; the choice is entirely yours. The command window at the top of the screen indicates when a command has been selected. To change the pace command press ⬅ or ➡ directional buttons. Alternatively press the △ button to overtake the car in front of you, or press the ○ button to make a pit stop.

OVERTAKE COMMAND

Instructing your driver to overtake will override the pace command and ensure that they concentrate on passing the car ahead of them in the order.

PIT IN COMMAND

Instruct the driver to pull into the pit for refuelling or tyre changes.

PIT MENU

Use this menu to adjust your tyre selection (front/rear) and volume of fuel for refuelling.

OPTIONS MENU

Select Options from the Main Menu to access the Option Menu screen. This screen can also be viewed by choosing Options from your Home in Gran Turismo® Mode, or in the Replay Theatre. The Options Menu can also be selected in Arcade Mode from the Race Menu.

GENERAL

RACE	Configure your race settings
REPLAY	Adjust replay settings
SCREEN	Set the screen aspect ratio and reposition the game screen on your TV
PICTURE QUALITY	Set levels for colour, brightness etc.
SOUND	Adjust sound levels for all music and sound effects featured in the game

ARCADE MODE

Tailor Arcade Mode races to your liking by adjusting settings including:

RACE LAPS	Adjust number of laps for the race
TYRE WEAR	Turn tyre wear on or off
DRIVING ASSISTS	Turn assists on or off
PENALTY	Adjust degree of penalty when you hit walls or opponents
TIME LIMIT	Set a race time limit

2 PLAYER SPLIT-SCREEN

Use this menu to adjust settings for two player split-screen races.

LAN PLAY

Adjust settings and prepare your LAN race.

COURSE REGISTRATION SETTING

Select courses for use in Multi-LAN races.

PHOTO MODE

CAMERA	Fine tune your camera by configuring settings including image quality and focus
ALBUM	Set a Slideshow viewing order and access a directory for photo related data

CONTROLLERS

CONTROLLER	Toggle the vibration function of the Analog Controller (DUALSHOCK®2) on/off
BUTTON CONFIG 1P	Adjust button configuration for Player 1
BUTTON CONFIG 2P	Adjust button configuration for Player 2
STEERING	Access a number of generic steering wheel options
DRIVING FORCE PRO 1P	Configure the Driving Force Pro wheel for Player 1
DRIVING FORCE PRO 2P	Configure the Driving Force Pro wheel for Player 2
GT FORCE 1P	Configure the GT Force wheel for Player 1
GT FORCE 2P	Configure the GT Force wheel for Player 2

MISCELLANEOUS

MISC	Toggle the auto-playback of the opening movie and change the attract mode demo start time
LANGUAGE	Change the language. Choose from English, French, German, Italian and Spanish

DOLBY DIGITAL PROLOGIC II

The sound output for GRAN TURISMO®4 is compatible with 'Dolby Digital Prologic II' surround sound technology which can bring further excitement to a race. To enjoy Dolby Digital Prologic II features:

1. Connect to an amp

Connect your PlayStation®2 console to an AV Amplifier equipped with a Dolby Digital Prologic II decoder.

2. AV amp set up

Activate the Dolby 'Digital' Prologic II function on the AV Amp. Set the Dolby Digital Prologic II mode to either GAME MODE or MOVIE MODE.

3. Option settings

Load the GRAN TURISMO® 4 disc and access the Dolby Digital Prologic II facility via the Sound Output section of the Option Menu.

DOLBY DIGITAL PRO LOGIC II

GRAN TURISMO 4 THE REAL DRIVING SIMULATOR | CREDITS

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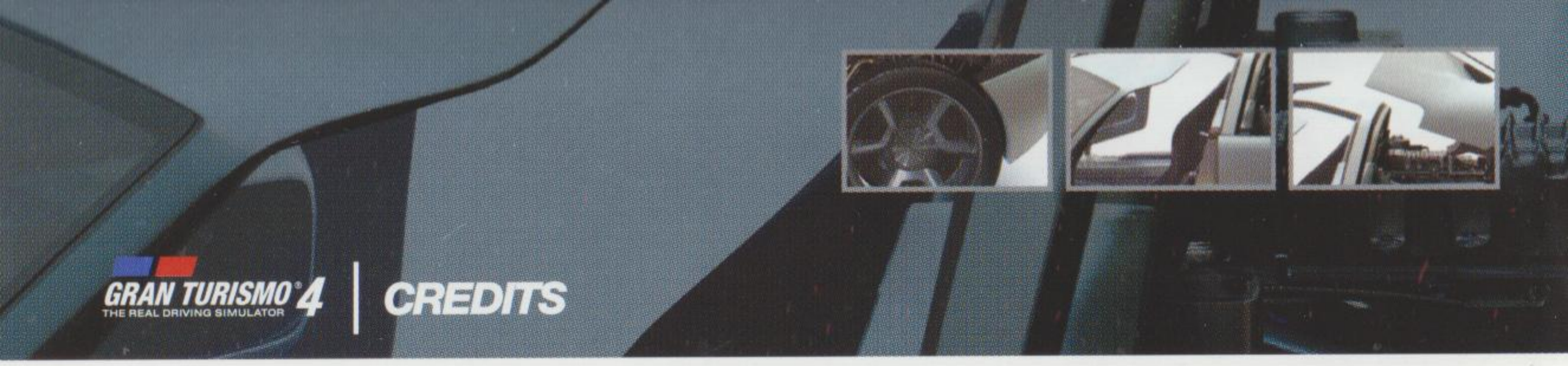

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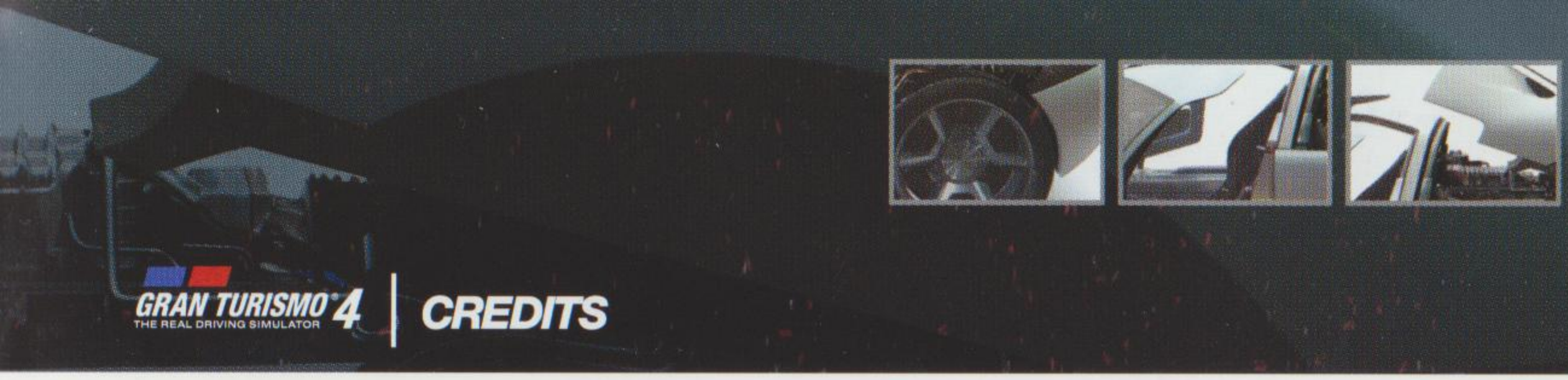

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